

PICK UP

You are able to pick up the men, by clicking on them and then dropping them down at the new position that you want them to be at.

This is done as a teleporting effect.

They split into polys that spin apart around and up to your cursor, then they do the reverse to get back down.

You can select multiple units (max five?) to move at once, first in, last out order.

OPTION:

To teleport units they must be within teleport range of a beacon. You will then have to place beacons down as you, go, they will have quite a wide radius, not too fiddly.

LEGO CRAFT CHANGES:

To tie in with lego concepts, we want the units to be able to change into other lego bits. IE a truck can change from wheels to water skis, or rotor blades. So they can move over different terrain.

If you select a unit. The side window displays the different pieces that it can change into.

They each have a money cost next to them for the cost of doing the change over.

If you select one of these new types then the unit will stop and wait to be altered. It will display a icon above it to show that it is waiting.

A window, first person perspective, will pop up, showing the engineer rushing to that location to do the work.

With the engineer saying 'I'm on my way' 'be there in 20 seconds' etc or 'the window, will show the unit he is working on and say 'i'm busy', it then also has an icon 'PRIORITY OVER RIDE' which will make him go straight away. (He will return back to the unfinished unit after)

UNIT MOVEMENT:

Units will automatically move to the next work that you want them to do. They each have an individual override option,

to go to the next order in order

to go to the nearest order

to assist if they past other work on the way or to ignore it.

EXTRA MEN UNITS:

You can request extra workers, to speed up repairs, building, geology surveys etc.

These are teleported from home planet and cost a large lump sum, then and additional wage.

If they are in danger they don't teleport back to your base but to home planet, and have to be re hired at additional cost.

SURFACE MOVEMENT:

geologists can be directed where to go on the surface.

they will then search randomly around that position, marking if they find anything with a colour blob and a depth number, eg gold 3 is gold at three blocks deep.

option? toggle surface on / off, so you don't fall into trenches.